

FIG. 1

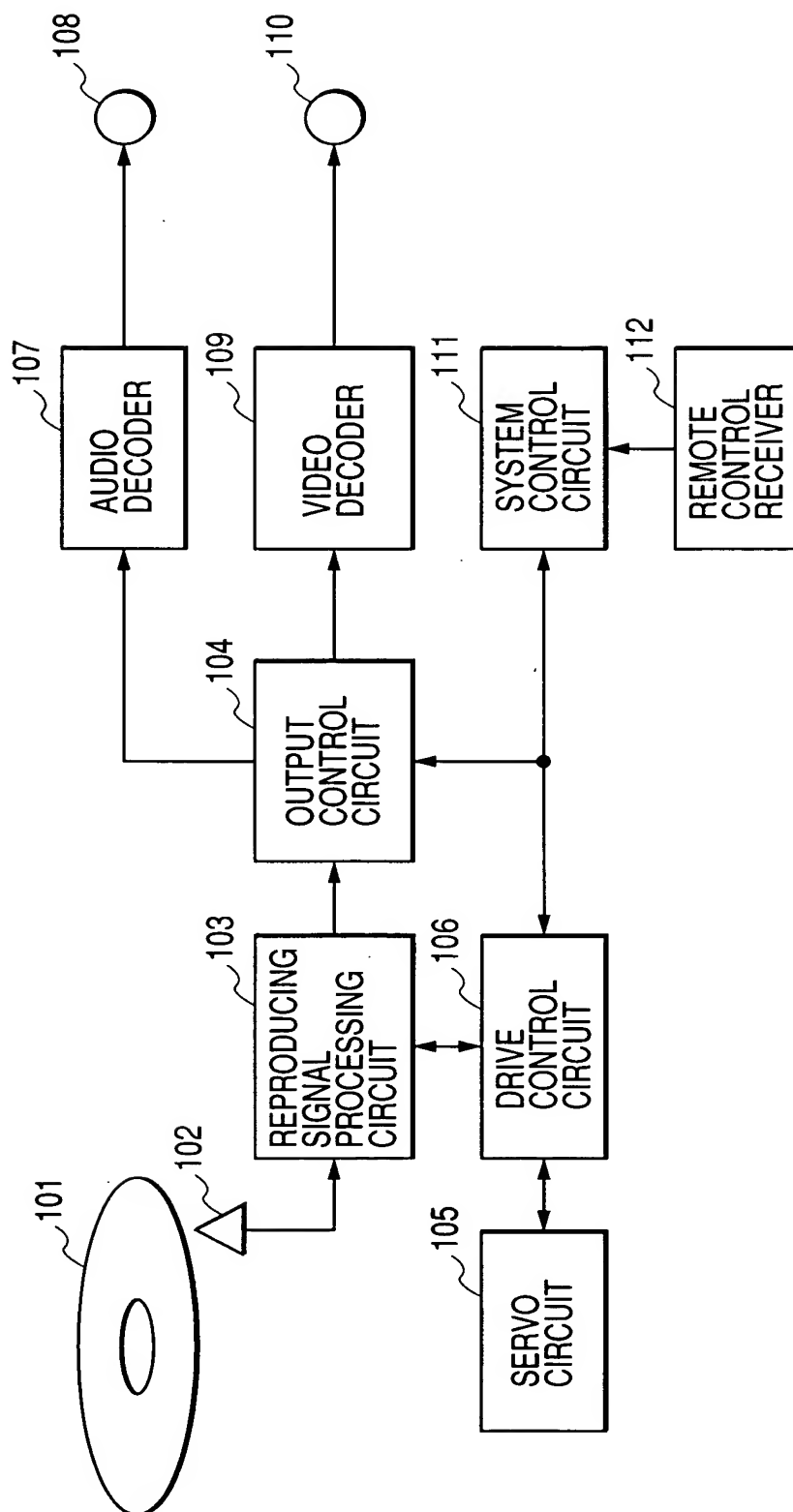


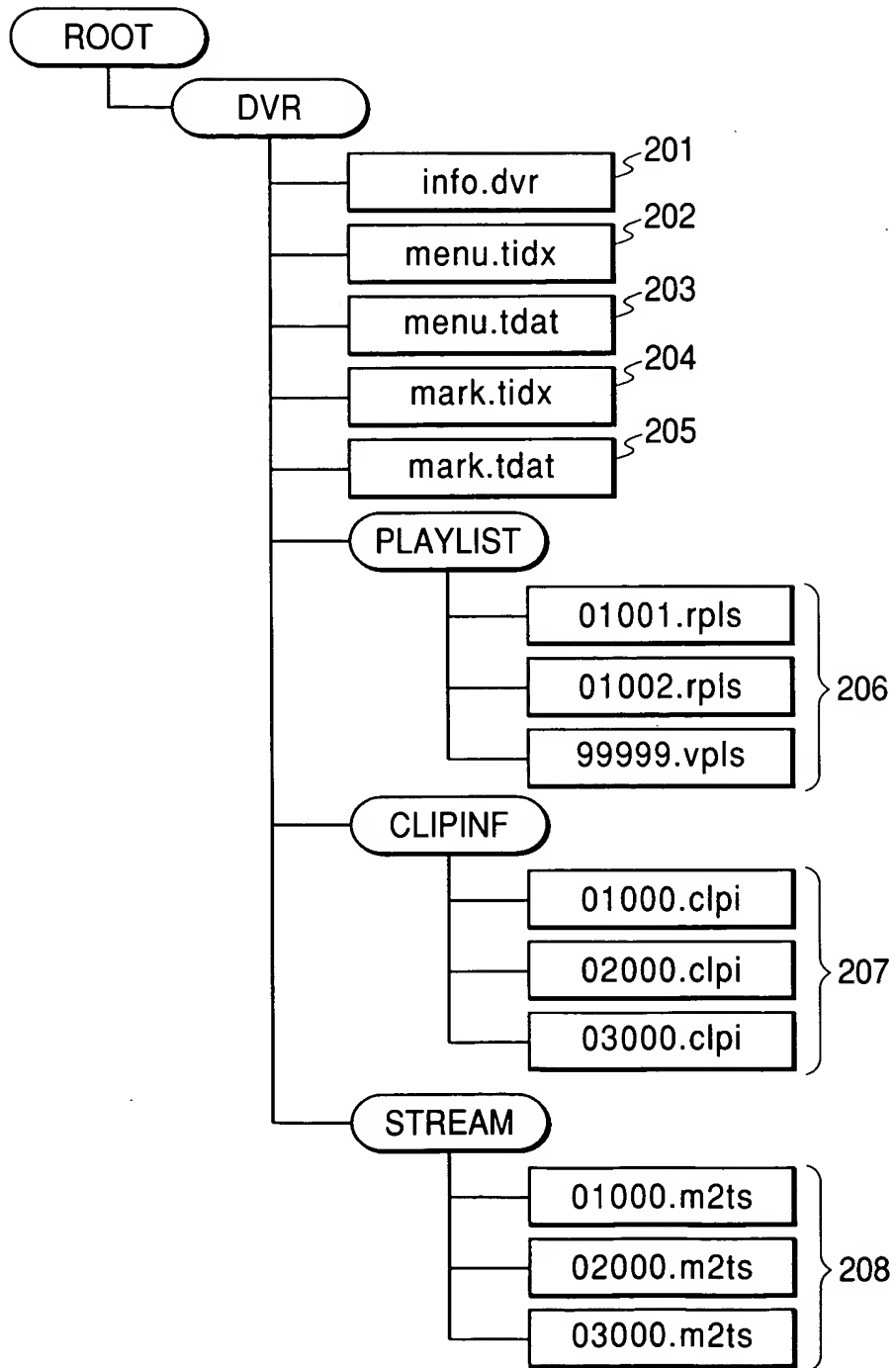
FIG. 2

FIG. 3

Syntax	No.of bits	Mnemonic
xxxxx.rpls/yyyyy.vpls {		
version_number	8*4	bslbf
PlayList_start_address	32	uimsbf
PlayListMark_start_address	32	uimsbf
MakersPrivateData_start_address	32	uimsbf
reserved_for_future_use	180	bslbf
UIAppInfoPlayList()		
for(i=0;i<N1;i++) {		
padding_word	16	bsfbf
}		
PlayList()		
for(i=0;i<N2;i++) {		
padding_word	16	bslbf
}		
PlayListMark()		
for(i=0;i<N3;i++) {		
padding_word	16	bslbf
}		
MakersPrivateData()		
for(i=0;i<N4;i++) {		
padding_word	16	bslbf
}		

FIG. 4

Syntax	No.of bits	Mnemonic
PlayList() {		
length	32	uimsbf
reserved_for_word_align	14	bslbf
type_of_presentation	2	uimsbf
number_of_PlayItems	16	uimsbf
number_of_SubPlayItems	16	uimsbf
for(PlayItem_id=0; PlayItem_id<number_of_PlayItems; PlayItem_id++) {		
PlayItem()		
}		
for(i=0; i<number_of_SubPlayItems; i++) {		
SubPlayItem()		
}		
}		

FIG. 5

type_of_presentation	MEANING
0	REGULAR PLAY (AS MOVING/STILL PICTURE)
1	PLAY AS STILL PICTURE WITH BGM

FIG. 6

Syntax	No.of bits	Mnemonic
PlayItem() {		
length	32	uimsbf
still_flag	1	bslbf
still_duration	8	bslbf
reserved_for_word_align	7	bslbf
Clip_Information_file_name	8*10	bslbf
ref_to_STC_id	8	uimsbf
IN_time	16	uimsbf
OUT_time	16	uimsbf
}		

FIG. 7

Syntax	No.of bits	Mnemonic
PlayListMark() {		
length	32	uimsbf
number_of_PlayList_marks	8*10	uimsbf
for(i=0;i<number_of_PlayList_marks;i++) {		
mark_type	8	uimsbf
mark_name_length	8	uimsbf
ref_to_PlayItem_id	16	uimsbf
mark_time_stamp	32	uimsbf
Entry_ES_PID	16	uimsbf
ref_to_thumbnail_index	16	uimsbf
mark_name	8*32	bslbf
}		
}		

FIG. 8

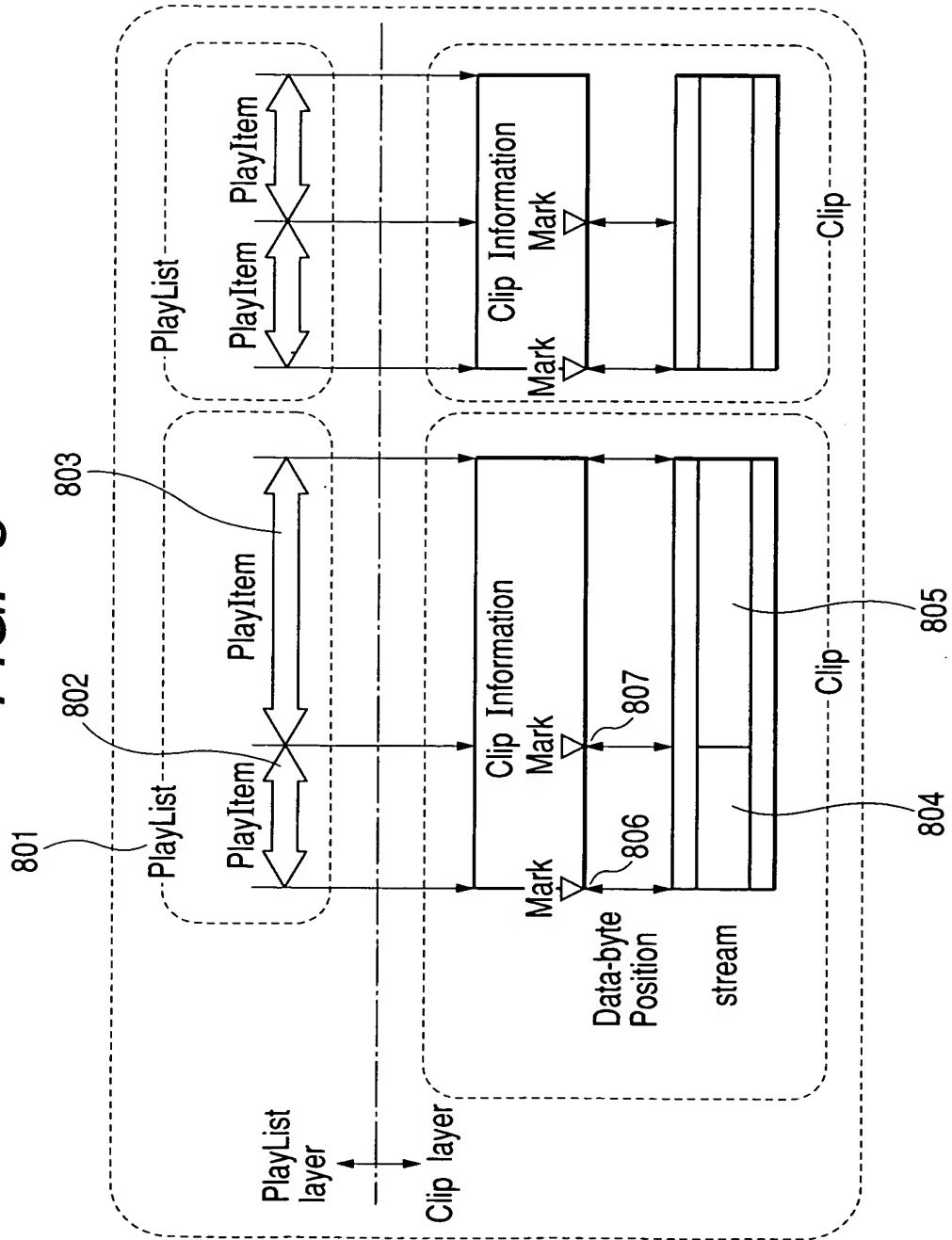
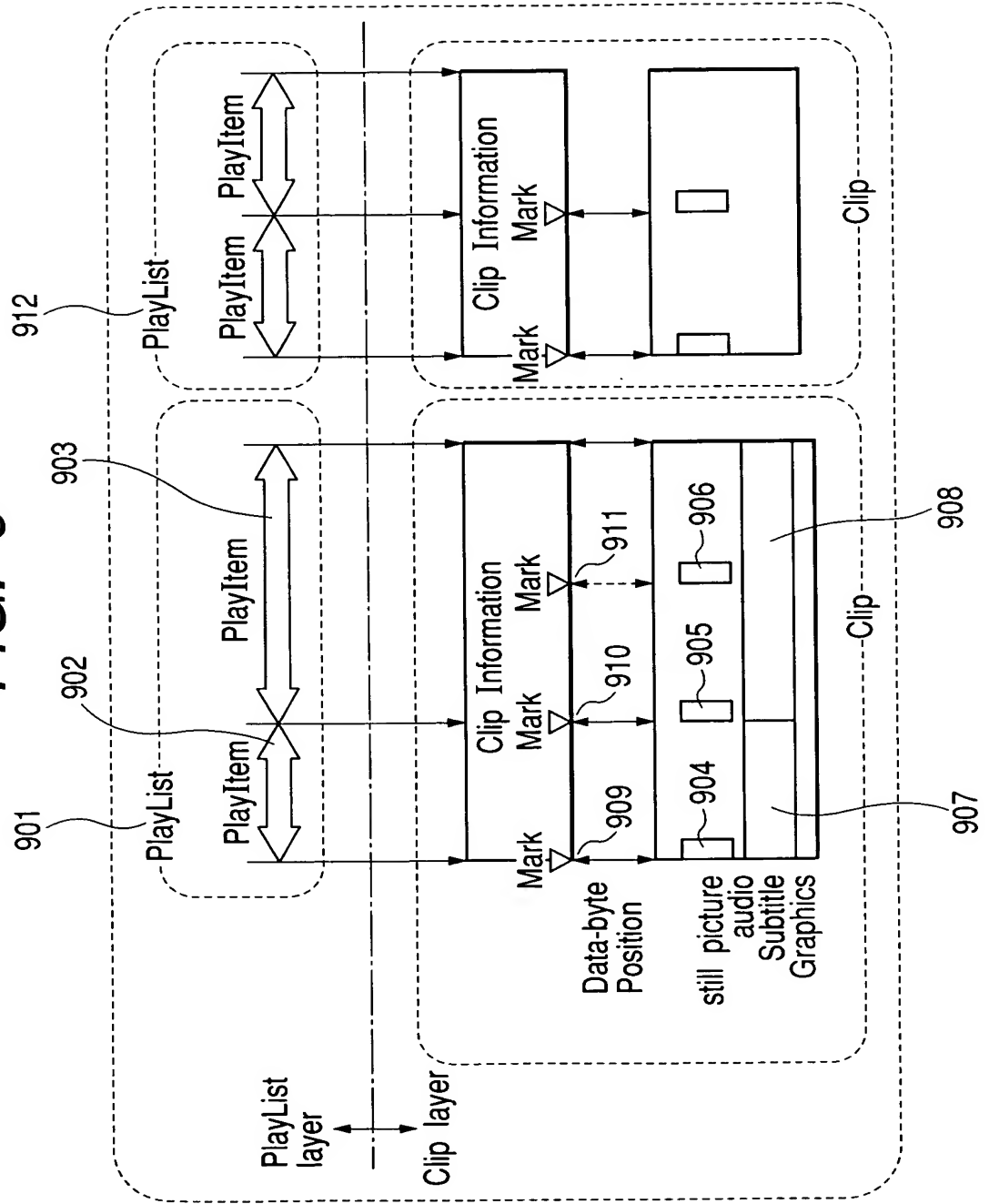


FIG. 9



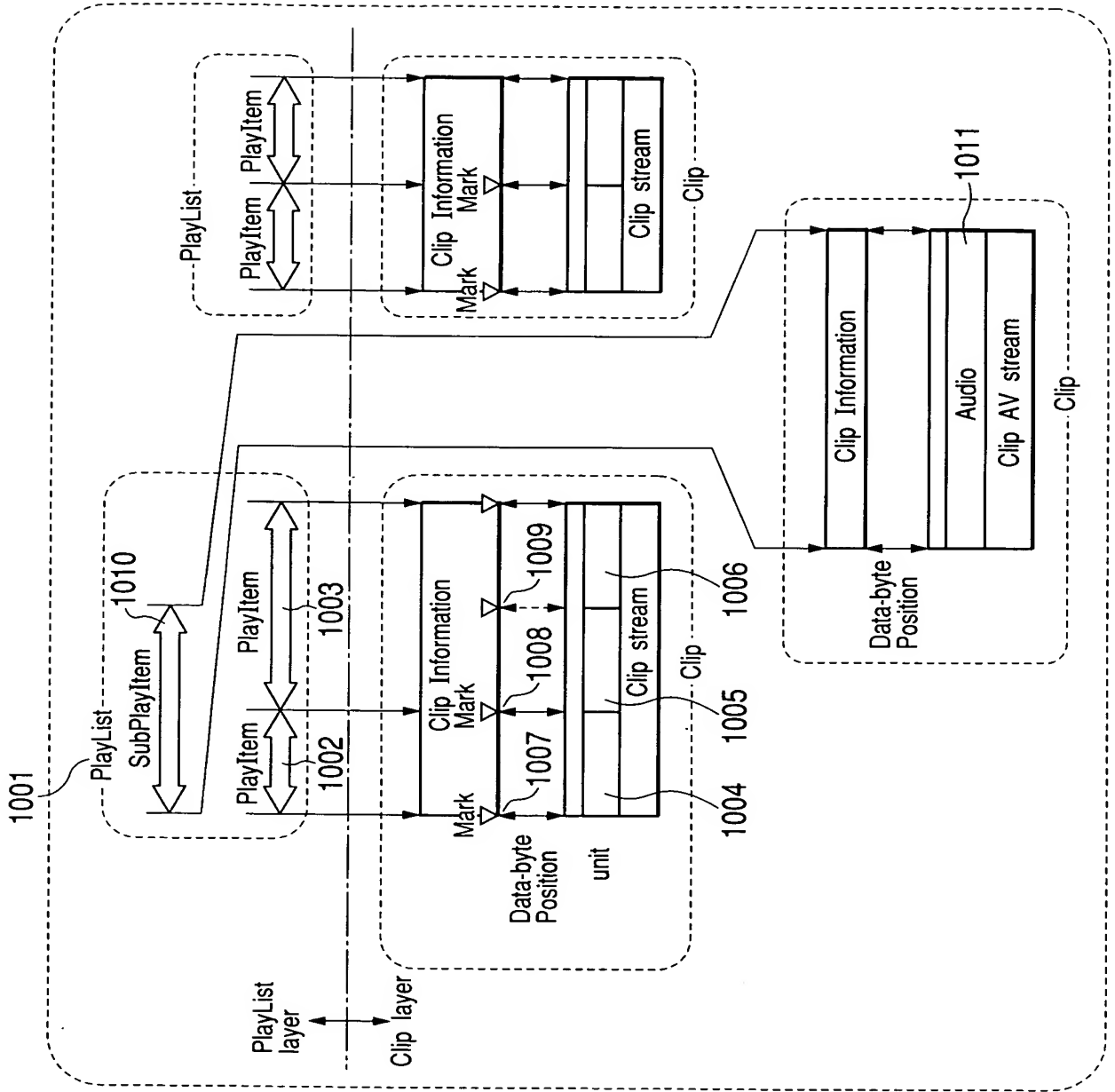


FIG. 10

FIG. 11

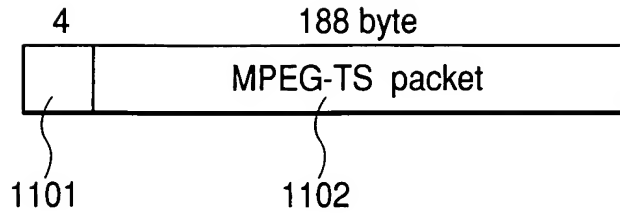


FIG. 12

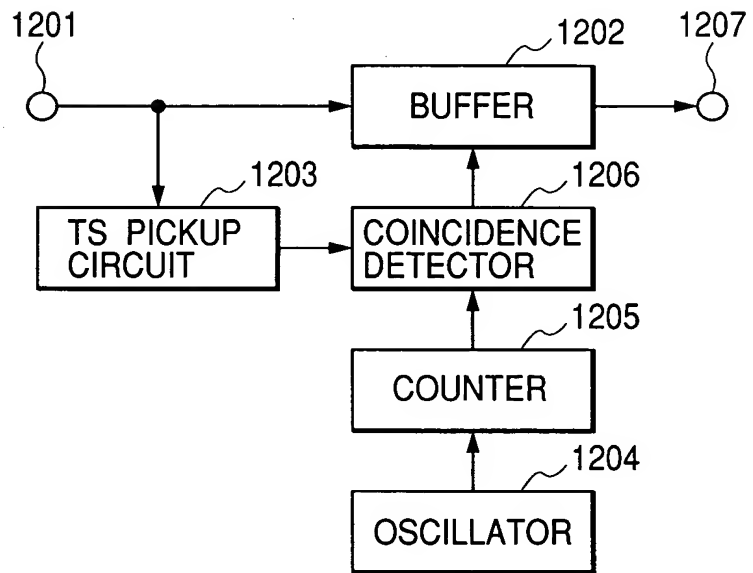


FIG. 13

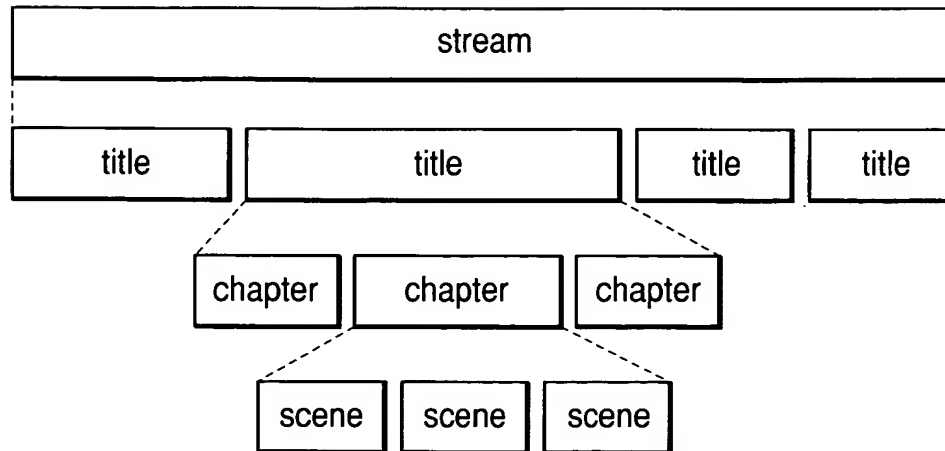


FIG. 14

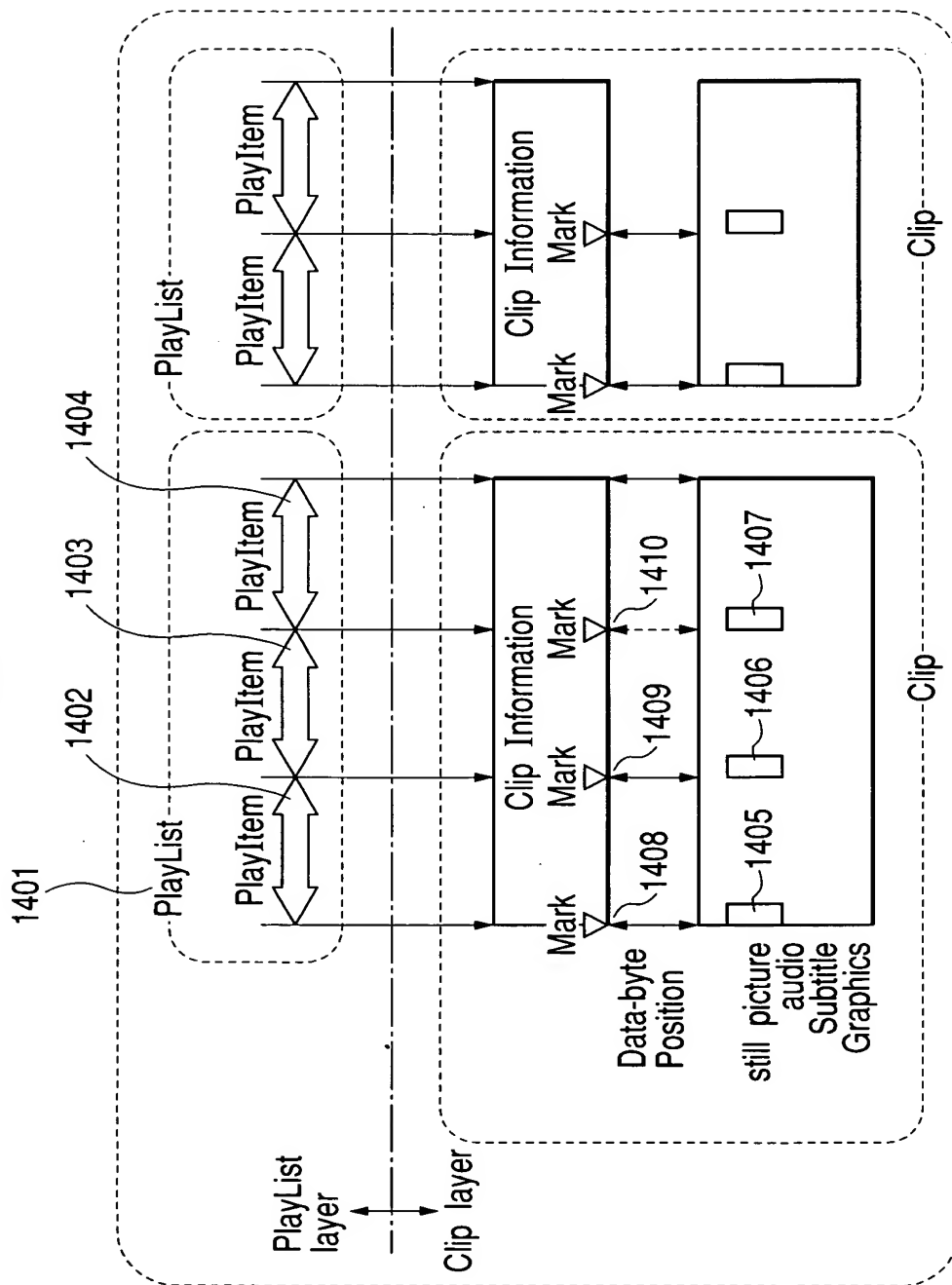


FIG. 15